DDTester

+main(String[] args): static void

GameSession

-PARTYSIZE: final int -factory: CharacterFactory

-party: Party

-gameOver: boolean -input: Scanner

-BGMLib = BGMLibrary -SFXLib = SFXLibrary -shop: GameShop

+GameSession(Scanner)

-credits(): void

-foundExit(Maze): boolean

-generateParty(): void

-createCharacterName(Scanner): String

#getCommand(Scanner): String
#printHelpOptions(): void
#getPartyStats(): void
#openShop(String): void

-useItemOnCharacter(HealPotion): void

-isGameOver(Maze): boolean
#navigate(Maze): String
#newGame(): void
#printSplash(): void

-regexCheck(String. String): boolean #initiateBattle(Maze, BGMLibrary,

SFXLibrary): void -spawnMonster():

ArrayList<GameCharacter>

#intro(): void
#synopsis(): void
#titleScreen(): void

Party

-partyMembers:

ArrayList<GameCharacter>

+Party(): Party

+addMember(GameCharacter): void

+removeMember(GameCharacter): void

+isDefeated(): boolean

#getPartyMamber(GameCharacter): void

#findMember(String): boolean

+partyStats(): void

CharacterFactory

-heroTypes: String[]

-monsterTypes: String[]

+spawnCharacter(String):

GameCharacter

+displayHeroTypes(): void

+getHeroClassification(int): String +randomMonster(): Monster

-randomNumberGenerator(int): int